XBOX
BlackStone
MAGIC & STEEL
XICAT
INTERACTIVE

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including . Flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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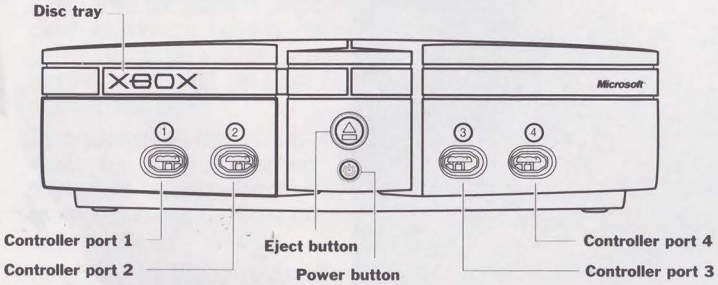
Using the Xbox Video Game System



1. Set up your Xbox™ video game system from Microsoft by following the instruction in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Blackstone: Magic and Steel disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instruction and refer to this manual for more information about playing Blackstone: Magic and Steel.

Avoid Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

Insert only Xbox-compatible discs into the disk drive.
Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
Do not leave a disc in the Xbox console for extended periods when not in use.
Do not move the Xbox console while the power is on and a disc is inserted.
Do not apply labels, stickers or other foreign objects to discs.

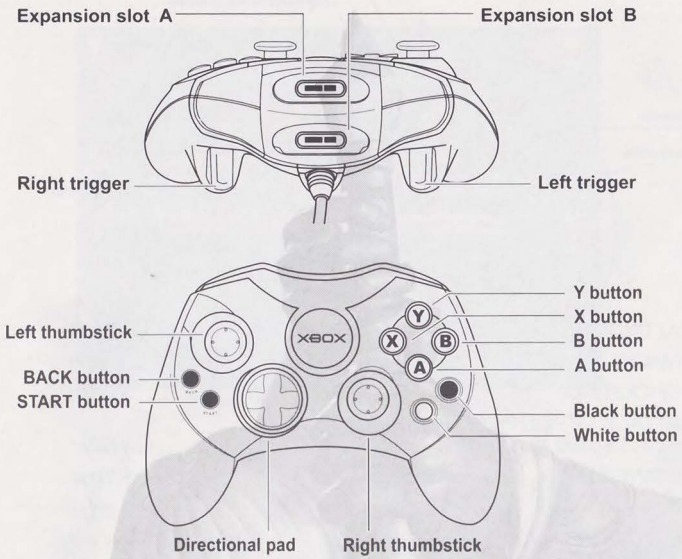
In Game Pause Menu

To pause a game in progress, press START at any time. The following Pause Menu will appear:

- Music Volume Adjustment
- SFX Volume Control
- Quit Game Level
- Back to Game Menu

I. Button configurations for Black Stone

Default Controls

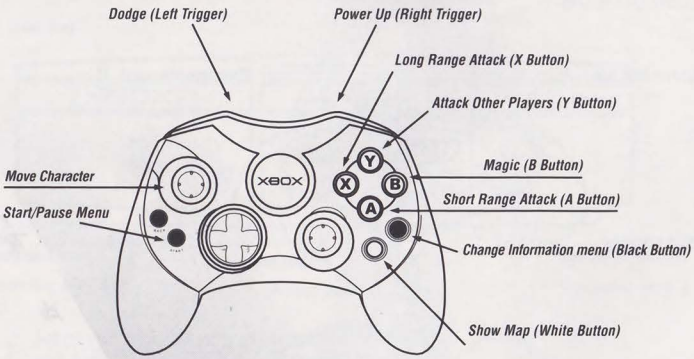


1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Blackstone: Magic and Steel.

Menu Navigation

- Throughout this manual, q,m,k,o will signify pressing Up, Down, Left and Right on the left thumbstick.
- To navigate through the game menus (i.e. Options), press the left thumbstick (q,m,k or o depending on the menu) to highlight a selection.
- To activate a selection or access the next menu, press the A button.
- To go back to the previous menu and/or cancel the previous selection, press the B button.

Command List:



ATTACK ..... A Button

MAGIC ..... B Button

SHOOTING ..... X Button

ATTACK OTHER PLAYER
(Costs 1/8 power gauge) ..... Y Button

POWER UP ..... R trigger

DODGE ..... L trigger

SPECIAL ATTACK, ALL POWER LOST ..... (Power full) R trigger + X

360 DEGREES ATTACK
(Costs 1/10 life) ..... R + A

POWERFUL MAGIC
(Multi Magic Scrolls needed) ..... R + B

2-PLAYER SPECIAL
POWERFUL ATTACK ..... (Both players Power Full and stand near) R trigger + X

CHANGE INFO MENU ..... Black button

SHOW MAP ..... White button

MOVEMENT (walk):
8 DIRECTIONS ..... Left Thumbstick (push softly)

MOVEMENT (run):
8 DIRECTIONS ..... (walk at least 1.5sec.) Left Thumbstick (push hard)

BUMP ATTACK 1 ..... When Character is running , push A button

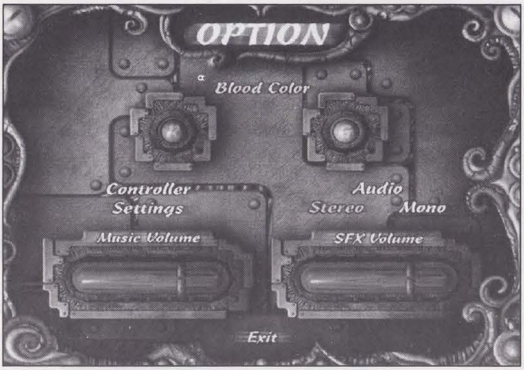
BUMP ATTACK 2 ..... Left Thumbstick:backward?forward + A button

II. User Interface

When entering the main interface, there are 2 menu entries available on screen- 1. "Start Game". 2. "Option". In option, you will be able to switch the color of the blood or adjust the volume of SFX sound or background music.

FOLLOWING: MAIN MENU - OPTION

Following: Option page allows you to define blood color and adjust the volume.



After entering the game, you could select character with the left directional pad. You could switch to different type of character with up or down; and when you press right once, you could see the character's picture change to another. You could press the A button to confirm the selection.

Following: Default character selection. Press up or down on the directional pad to change the character type.

Following: there are a total of 4 characters to choose from for each character type, Press left or right on the directional pad to change the character.

Each character type has only two characters for the players to choose from to start with. When completing specific stages with a "S" grade skill level, the players can unlock specific characters to play with when they start a new game.

FOLLOWING: STAGES FOR UNLOCKING SPECIFIC CHARACTERS		
1.	Warrior 3:	STAGE 2
2.	Archer 3:	STAGE 6
3.	Warlock 3:	STAGE 10
4.	Pirate 3:	STAGE 13
5.	Thief 3:	STAGE 15
6.	Thief 4:	STAGE 24
7.	Pirate 4:	STAGE 29
8.	Warlock 4:	STAGE 32
9.	Archer 4:	STAGE 36
10.	Warrior 4:	STAGE 40

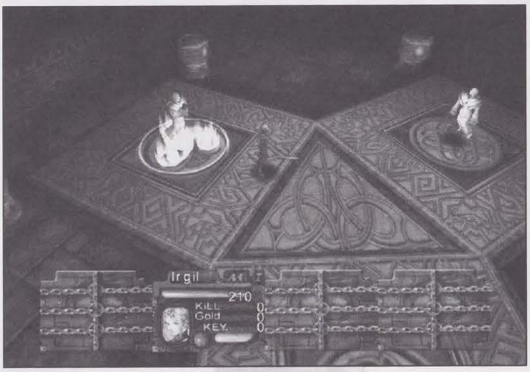
Next, onto naming page: You could input your favorite name for your character or press the start button to use the default name.

Following: The naming page. Press A to confirm name or B to erase name. You could use the default name by simply pressing the start button.

When you are done with character naming, you will enter Saint Place. This is where the game starts. There is a White Wizard floating around in the Saint Place. You can purchase items (e.g. buy meat to retain life, buy magic scroll to obtain magic, or upgrade your weapon) from the White Wizard on the right of the stage.

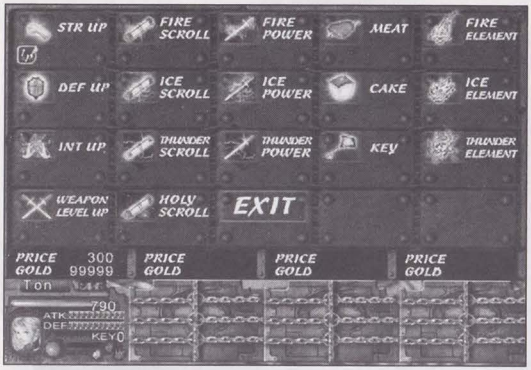
You can select the stage from the map on the top of the stage; or you can save your game on the left of the stage.

Following: Press the A button to call up the map

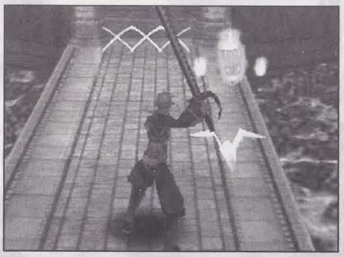


Following: Use Left Directional Pad, up or down button on the game pad to change the stage. A button is used to confirm the selection.

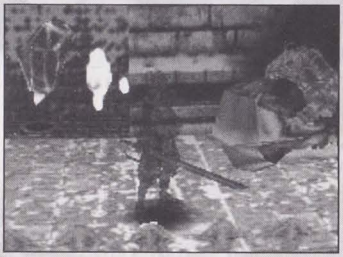
Following: Press A button to purchase item, B button to leave this page.



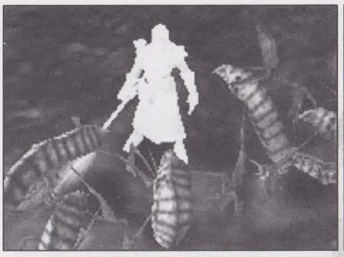
III. Temporary Weapons



Multi Shot
3 times Shooting power

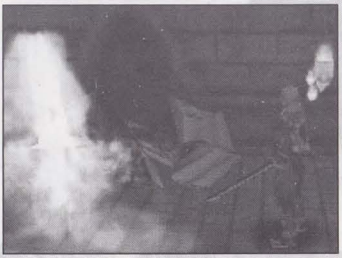


Invisibility
Invisible for 30 seconds

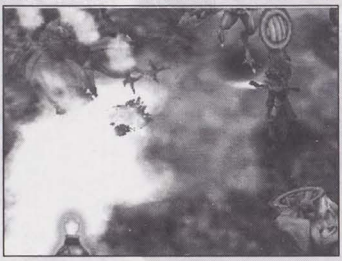


Invulnerability
Invincible for 30 Seconds

Berserker
Causing 50% more damage employing attacks for 30 seconds

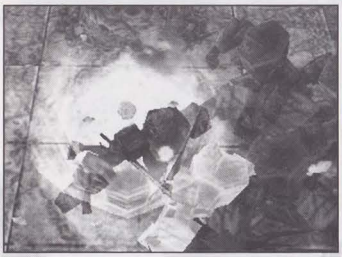


Bomb
Throwing bomb to explode and do damages (long distance)

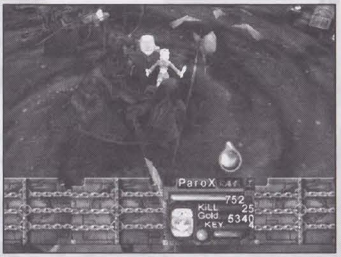


Gas Bomb
Throwing bomb to explode and do damages (long distance)

Throwing Hammer
Throwing hammer to hit and cause the enemies to faint (long distance)

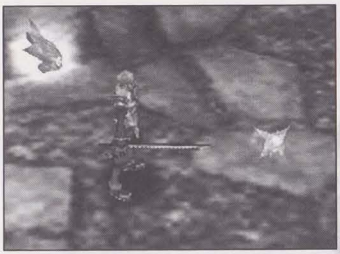


Tornado
Becoming invincible and destructive for 15 seconds, all control buttons cease to work

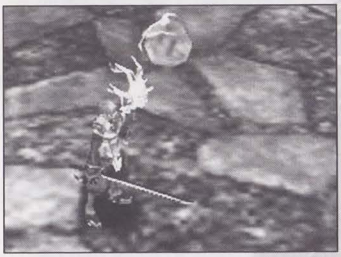


Black Hole
Destroy all enemies in certain range

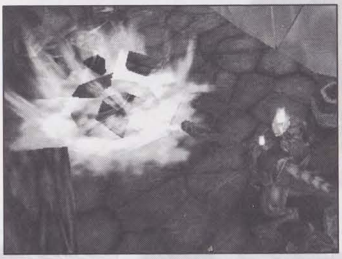
Fire Elemental
Following players and firing Phoenix Missiles



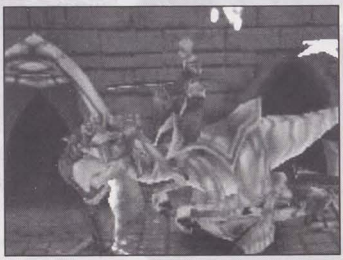
Ice Elemental
Following players and firing Ice Cube Missiles



Thunder Elemental
Following players and firing Thunder Balls



Flame Guardian
Players can ride on the Flame Guardian to attack enemies with flame blows, also riding the guardian can help players get away from deadly traps



Tyrant Guardian
Players can ride the Tyrant Guardian to attack enemies with deadly bites, also riding the guardian can help players get away from deadly traps

IV. Walk Through

Black Stone is a linear multi-player action RPG, players can go back to completed Stages to gain more experience and gold. Some stages are locked and can only be unlocked by specific Black Stones.

Black Stone Locked Stages: all boss stages require Black Stones to unlock

A. **STAGE 04 <BOSS>** You need the Black Stones from Level 1 and 3 in order to enter. Please find the Black Stones within these levels. You can obtain another Black Stone after destroying the Boss in this level.

B. **STAGE 08 <BOSS>** You need the Black Stones from level 5 and 7 as well as the Black Stone from the Boss at Level 4 in order to enter. You can obtain another Black Stone after destroying the Boss in this level.

C. **STAGE 12 <BOSS>** You need the Black Stones from level 9 and 11 as well as the Black Stone from the Boss at Level 8 in order to enter. You can obtain another Black Stone after destroying the Boss at this level.

D. **STAGE 14 <BOSS>** You need the 2 Black Stones from level 13 as well as the Black Stone from the Level 12 Boss in order to enter. You can obtain another Black Stone after destroying the Boss in this level.

E. **STAGE 16 <BOSS>** You need the 2 Black Stones from level 15 as well as the Black Stone from the Level 14 Boss in order to enter. You can obtain another Black Stone after destroying the Boss in this level, this Black Stone is the key to opening new levels.

After you have passed all the above levels, 10 more new levels will be added onto the map. In order to enter these levels, you will need the Black Stones from the previous level. When these 10 levels are completed, the flow of the game is at an end.

V. Other Gameplay Notices

A. "CONTINUE" after death

When a player's HP reaches 0, the game will ask the player whether that player wants to continue. If the player presses the start button before the count-down reaches 0, the character will be brought back to life; the number of times a player can continue will be decreased by 1, and some of the gold the player collected will be lost. When the count down reaches 0 or if a player does not have anymore lives, the player will be transported back to the Saint Place where the White Wizards reside.

A player could be awarded a life each time that player reaches the S rank after passing a level. Up to nine lives could be awarded to each player.

B. The Increase in Maximum player HP

When a player reaches S rank after passing a Boss level, the player's maximum HP will be increased. HP will only increase once per Boss level.

C. Special Weapons - Boss Slayers

Besides the Black Stones that enable a player to enter other levels, there are also other Weapons with special functions. Some of these weapons exist for the purpose of defeating specific powerful Bosses. When in a battle with these Bosses, the methods of attack will automatically be activated if the player carries the specific Special Weapon for defeating a specific Boss. The Boss will be more easily defeated with these Special Weapons.

VI. The Story

A. The World:

The story takes place in the mythical kingdom of Zedan. Since a long time ago, the Kingdom Guardians protected the Towers of Zedan. Included in these Towers are: "Fire Tower", "Ice Tower", "Thunder Tower", and the "Broken Temple". They each represented:

a. **Fire Tower:** The power of fire brings the people of Zedan their energy.

b. **Ice Tower:** The power of water is the life force of the creatures of Zedan.

c. **Thunder Tower:** The power of the wind brings renewal to the ever-improving people of Zedan.

d. **Broken Temple:** This mother of all things in Zedan represents the rules. Only with the element earth can the other elements grow according to the laws of nature and provide nourishment for the humans.

These mythic Towers are protected by the White Wizards. The White Wizards protects these four elements in Zedan through their faith and therefore possesses great powers.

The Underworld Boss, Madul, betrayed these White Wizards' easily influenced instincts and turned them into his Underworld Wizards thus changing their white robes into black ones.

A thousand years ago, Madul felt that the time was right to try and take over the world with his black magic and commanded for his army of Underworld Wizards to start the "Eclipse War". Fortunately the people of Zedan, with the help of the White Wizards, were able to defeat the Underworld Boss in his own war and locked him back in to the Underworld forever.

Most of the Underworld Wizards were destroyed in the "Eclipse War", and the ones remaining started war-related Underworld activities, hoping the Underworld Boss will resurface one day.

The failure of the "Eclipse War" hit the Underworld Wizards the hardest, therefore provided them with the stamina to continue searching for ways to defeat the people of Zedan. The Underworld Wizards started to get involved in the everyday lives of the people of Zedan in order to understand human race's weakness and to corrupt the latter's innocent beliefs and to use the power of the four elements for evil tasks. A thousand years after the "Eclipse War", as the memory of the Kingdom Guardians started to fade in people's mind, the seal that kept Madul in the underworld became weaker. The Underworld Wizards triggered the volcano in the center of Zedan to create earthquakes and hurricanes, and through it, were able to seize the four towers of the Zedan Kingdom. The White Wizards were unable to save the kingdom by themselves so they summoned for the bravest of the world to help them save Zedan. And thus, our story begins….

B. The Geography:

1. Zedan Kingdom Introduction: Originally, Zedan Kingdom was a round continent with a dead volcano in the Center. A desert is located in the North of the volcano. Great mountains stood from east to west. Two countries of humans reside in the plains both west and south of the mountains, respectively. In the far south is a forest occupied by the Raven tribe since the beginning of time. A path is located between the humans of the south and the forest of the Ravens, and east of that is the Broken Temple, where the White Wizards reside.

2. The Sapphire Desert: Located in the north of the Zedan Kingdom. Due to the constant dry wind from the north blowing on the sandy landscape, plants could not survive in the region throughout history. Not until eight-hundred years ago did the first person arrived in this desert; an explorer discovered precious metals within the desert plains. After this, the human race started coming to this desert to search for precious metals. They call this metal Sapphire Steel.

a. Sapphire Steel played a very important role in the development of the civilization of Zedan. Due to the strength of this Steel, it can receive Magic into its core and give out light and adjust temperature accordingly if it was used as a building material

b. The discovery of Sapphire Steel in the human civilization by the Underworld Wizards aid the latter in their plans of revolution.

3. The Sail Mountains: These mountains stretches over the mountains that stood in the Center of Zedan, blocking the dry wind from the North while keeping the moisture within the southern plains resulting in rich soils. Hence, it is called The Sail Mountains. Moon-eye Volcano is located in the center of these mountains.

4. Moon-eye Volcano: Moon-eye Volcano is a dead volcano located in the Center the Zedan Kingdom. The mouth of the volcano acts as a well, collecting the rain and the snow that drops inside the volcano throughout time. The volcano got the name Moon-eye because years of rain and snow inside the mouth of the volcano formed a lake reflecting the shape of the moon at night. The water from the Moon-eye Volcano flows down from the south of the mountain, forming a waterfall.

a. The Underworld Wizards created an instrument of Black Magic out of Sapphire Steel to ignite the Moon-eye Volcano once again, hence creating chaos in the southern Zedan landscape, destroying most of humans' contact with the White Wizards.

b. Rumor has it, when moon is at its darkest, people can see a blue tower hiding at the mouth of the volcano, but these rumors has never being verified. (This tower is actually created by the Black Magic of the Underworld Wizards for the purpose of their secret Underworld activities)

5. The Plain of Hope: The Plain of Hope is located west of the Kingdom and was empty during the birth of the civilization. Later on, some explorers went west to claim more land and accidentally discovered a harbor. This region then became flourished with explorers; people in this region call this land The Plain of Hope.

Corinna City: The City of Steel in the south treated Corinna City with hostility during the developmental stages of the latter. As more time has gone by, these explorers started exporting to other countries as well as The City of Steel. In the beginning, Corinna City had to pay taxes to The City of Steel; after awhile, a heroin by the name of Corinna led the people of Corrina City to independence against The City of Steel. The people of Corinna City named the city after her. Corinna City could become independent only because it does not depend too heavily on the Sapphire Steel produced by The City of Steel. All kinds of tribes emerge from both cities as history records. The two cities occasionally trade with each other.

6. Maze Hill: this hill stretches from the center path in the south to the Sail Mountains. The hill is rugged and people can easily get lost in it. The Maze Hills surround the Raven forest therefore preventing contacts between the humans and the Ravens; this geographical layout prevented conflicts between the two species for a very long time.

7. Center Plain: Located in the south of the Moon-eye Volcano, the Center Plain consists of warm climates, rich soil, and is extremely suitably for the human race. The Center Plain sank into the sea and was a major blow to the development of the human civilization during the chaos created by the Underworld Wizards.

The City of Steel: Located in the Center Plains, The City of Steel is the first city built by humans. After the discovery of the Sapphire Steel, the humans befriended the White Wizards and became prosperous and educated with the help of the White Wizards. They mass-produced the Sapphire Steel and therefore their city became known as The City of Steel

8. Weldo Forest: The Ravens dwell in the Weldo Forest, which is located south of the Center Plain. The Forest's geographical location is very moist and heavily rained on and therefore is not suitable as a place of living for men. The Ravens specie were not violent and therefore were able to lived in harmony with the humans for a long time.

Ravens: As the first specie to inhabit the land of Zedan, the gentle specie of Ravens created their own language and culture while living in the forest.

9. Broken Temple: Located in Zedan's South-East region, the Broken Temple is the place of meditation for the White Wizards. It is also the place where the Kingdom Guardians' powers gathered; during the chaos, the broken temple did not sink with the Center Plain into the sea and hence became an island on its own.

C. The Adventures:

1. Story: A thousand years ago, the Black Wizards erupted a volcano located in the center of Zedan with the power of the Sapphire Steel. This event created chaos in the land of Zedan and change the geography and the people's lives permanently. A thousand years after the "Eclipse War", the Underworld Wizards successfully erupted the volcano and destroyed the reign of the kind people of Zedan and strived to release the Lord of the Underworld, Madul, from the underworld. However, Madul could not enter the Zedan kingdom and his Black Magic could only have influence upon the Northern part of the continent. With the help of the Underground Wizards, he sends the Lizardmen and other Demons to conquer the three Towers of Elements.

Although the land in the west was not destroyed, most of the people living on it died from the war and became zombies of Madul wondering in the west waiting for their prey, the humans, to come to them.

The gentle Raven tribe in the South has little spiritual resistance to the Black Magic so they were instantly enslaved to the power of darkness and became wild and violent to the remainder of the humans, they sometimes even attack one another.
The Underworld Wizards could not destroy the power held by the Kingdom Guardians and had to use other methods to cover the land with darkness. They insert Black Magic into the Black Stones that they put all over Zedan in order to control the whole kingdom with darkness.

Because the Broken Temple is guarded by the Kingdom Guardians so it was not instantly destroyed. The Underground Wizards then led a band of Goblins to attack the Broken Temple and killed all the White Wizards in it. The rest of the White Wizards gathered together and prayed to god for his help in rescuing their people of Zedan, and that's how the story begins.

2. The flow of the story in the game: As the game play begins, the players are summoned by the White Wizards to the Zedan Kingdom to help the White Wizards. Because the White Wizard's powers were greatly weakened by the Black Magic, they could only build a summoning place near the Broken Temple with the remainder of their powers. The brave explorers are summoned to this place to locate and collect the Black stones in the regions conquered by the Underworld Wizards; and only with enough Black Stones could the White Wizards regain more of their power to teleport the explorers further and closer, to where the Underground Boss Madul resides.

3. The Weldo Forest: During the game, players will encounter the Weldo Forest where the mad Ravens live. In the summoning place near the Broken Temple, players could buy weapons of each of the three elements, which could increase the power of the players. Players have to collect enough Black Stone within the game in order to challenge the middle bosses in a battle. Moving forward, they will enter the Path to the Undead Kingdom; after passing the three towers, the players will enter into the realm of Goliath. Players have to destroy Goliath in order to destroyed the power held by the Black Wizards; with the decrease of Black Magic, the White Wizard can then teleport the players to the temple of Babylon. The top floor of Babylon is where the Underworld Wizards opened the gate between the Underworld and the Zedan Kingdom and is guarded by the Underworld Gatekeeper (Boss 4). After the players have destroyed the Gatekeeper, they will be unable to seal the gate of the underworld to prevent Madul from entering Zedan. In the end, in order to destroy the Boss, the White Wizards have to teleport the brave explorers into the underworld to directly fight the Lord of the Underworld.

4. (The Second Run)
Unfortunately, an injured Underworld Wizard escaped the explorers and polluted the Broken Temple with his blood and thus given Madul another chance to strike back. The players have to enter through the bottom of the Broken Temple and ultimately destroy the Lord of the Underworld Boss-Madul.

VII. Credits

-XPEC ENTERTAINMENT-
-IDEA FACTORY-

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KOICHI OTA

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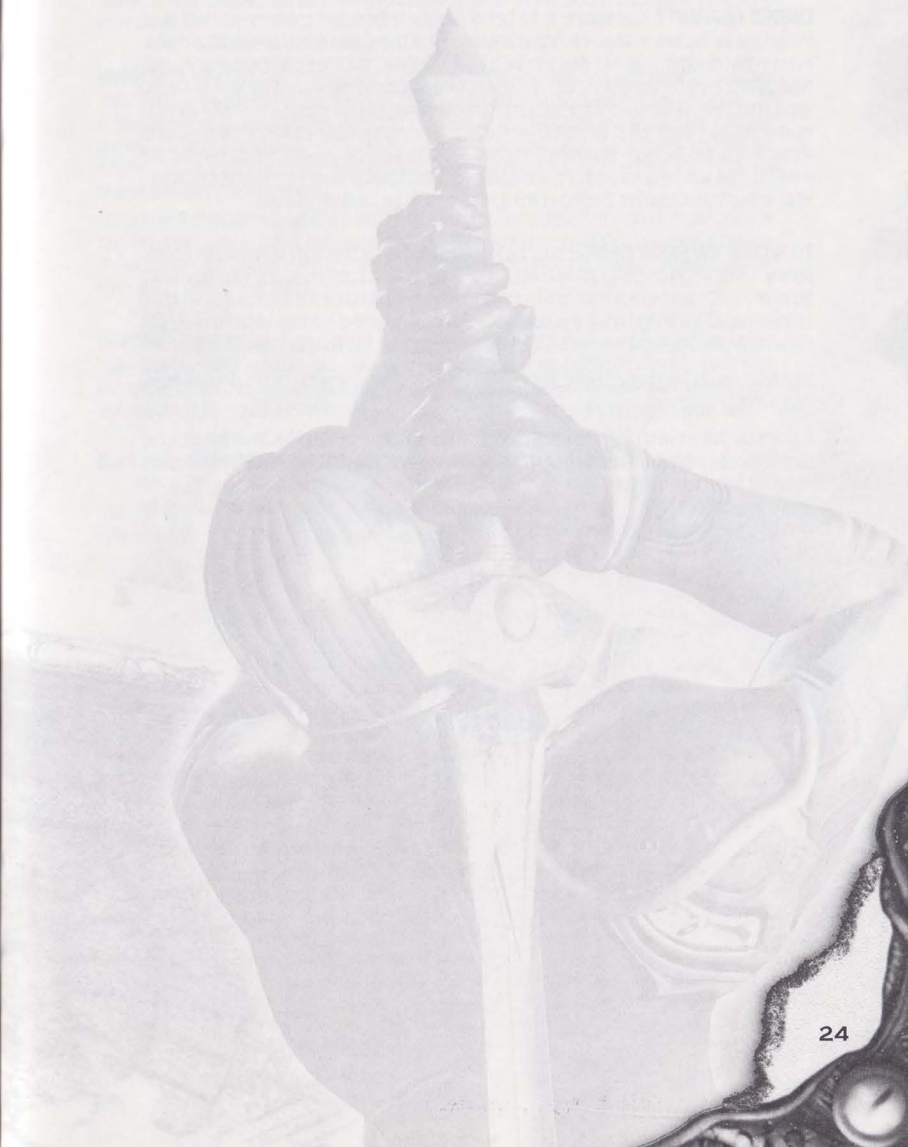

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DESCEND INTO THE DEPTHS OF THE METAL DUNGEON.

METAL DUNGEON

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